GAMER EXTRA

Doom Franchise Special

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Doom (franchise) Special -Timeline

1993	Doom
1994	Doom II: Hell on Earth
1995	Master Levels for Doom II
	The Ultimate Doom
1996	Final Doom
1997	Doom 64
2004	Doom 3
2005	Doom 3: Resurrection of Evil
	Doom RPG
2009	Doom Resurrection
	Doom II RPG
2010	Doom II: No Rest for the Living
2012	Doom 3: BFG Edition
2016	Doom
2017	Doom VFR
2019	Sigil
2020	Doom Eternal
	Doom 64: The Lost Levels
	The Ancient Gods, Part One
2021	The Ancient Gods, Part Two
2023	Mighty Doom
TBA	Sigil 2

Doom Franchise Special

So the year is 1993 a new game from id software called Doom Is released and takes the gaming world by storm.

Doom was a new breed of game and the first person & multi player shooter game was born.

Id began developing Doom after the release of their previous First Person Shooter, Wolfenstein 3D (1992).

Unlike Wolfenstein 3D, Doom was a multi-player first person shooter and not just a story driven game.

Doom is one of the most significant games in video game history and considered the grandfather of the modern first person shooter.

DOOM

Doom sold estimated 3.5 million copies by 1999, between 10 and 20 million people are estimated to have played Doom within two years of launch, and in late 1995, it was estimated to be installed on more computers worldwide than Microsoft's then-new operating system, Windows 95 at the time.

So with the success of Doom in 1993 ID software then released Doom 2 Hell on Earth 1994.

Doom II was not dramatically different from its predecessor Doom. There were no major technological developments, graphical improvements, or substantial game play changes.

But Instead, the development team took advantage of advances in computer hardware since the release of the original game that allowed them to do more with their game engine by making much larger and more intricate levels.

The game still consists of the player navigating large nonlinear levels. Each level is infested with demons that can be killed with a variety of weapons that can be picked up throughout the game by the player.

Expansions

Master Levels for Doom II

Master Levels for Doom II is an official expansion pack for Doom II which was released on December 26, 1995 by id Software.

The CD contains 20 WAD files created by various authors under contract. There is also a bonus called Maximum Doom consisting of over 3,000 home brew levels.

No Rest for the Living

No Rest for the Living is an expansion pack developed for the release of Doom II on Xbox Live Arcade for the Xbox 360.

It consists of eight regular levels and one secret level.

It is also included in the 2012 Doom II release from Doom 3: BFG Edition, as part of Doom Classic Complete for the PlayStation Network,

Although no detailed plot information is given, this expansion appears to take place after the main campaign of Doom II.

Doom 3 is set on Mars in 2145, where a military-industrial conglomerate has set up a scientific research facility into fields such as teleportation, biological research, and advanced weapons design.

The teleportation experiments open a gateway to Hell, resulting in a catastrophic invasion of the Mars base by demons. The player controls a space marine who fights through the base to stop the demons attacking Mars and reaching Earth..

Doom 3 is the first reboot of the Doom series, ignoring the events of the previous games. Doom 3 utilizes the id Tech 4 game engine.

Doom 3 was a critical and commercial success; with more than 3.5 million copies of the game sold.

Doom 3 is a story-driven action game played from a first-person perspective. As with previous Doom games, the main objective is to successfully pass through its levels, defeating a variety of enemy characters intent on killing the player's character.

The game incorporates ten weapons for the players use to survive, including conventional firearms such as a sub machine gun, shotgun and grenades, experimental plasma weaponry, and the powerful BFG 9000 and chainsaw weapons of the Doom franchise.

BFG Edition of Doom 3 called Doom 3: BFG Edition, published by Bethesda Soft works, was released on October 19, 2012.

The BFG Edition features enhanced graphics, better sound with more horror effects, a checkpoint save system.

Doom is a 2016 first-person shooter game developed by id Software.

It is the first major installment in the Doom series since 2004's Doom 3.

Players take the role of an unnamed space marine, known as the "Doom Slayer", as he battles demonic forces from Hell that have been unleashed by the Union Aerospace Corporation within their energy-mining facility on Mars.

In Doom's multiplayer mode, several modes, such as team death match and its variation "Soul Harvest", as well as Freeze Tag, Warpath (King of the Hill with a moving 'hill'), Domination, and "Clan Arena" (team last man standing with no pickups), exist within the game Multiplayer.

Level creation tool In all of its platforms except the Nintendo Switch, Doom includes a built-in level creation tool called "Snap Map".

Doom Eternal 2020,

is a first-person shooter game developed by id Software. The sequel to Doom (2016).

In 2163, fourteen years after the events on Mars, Earth has been overrun by demons, wiping out 60% of the planet's population.

Players once again take on the role of the Doom Slayer who battles the demonic forces of Hell, from a first-person perspective.

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The player has access to various firearms, such as the Combat Shotgun, Super Shotgun, Heavy Cannon, Rocket Launcher, Plasma Rifle, Chain gun, BFG 9000, Ballista, and the Unmaykr.

Melee weapons such as a chainsaw, the "Crucible Blade" energy sword, the Sentinel Argent Hammer (Hellbreaker), and a retractable arm-blade called the "Doomblade" can also be used.

Doom (film)

Doom is a 2005 science fiction film .

Loosely based on the video game series of the same name by id Software, the film stars Karl Urban, Rosamund Pike, Razaaq Adoti, and Dwayne Johnson (credited as The Rock).

In the film, marines are sent on a rescue mission to a facility on Mars, where they encounter demonic-like creatures.

In 2026, a wormhole portal, the Ark, to an ancient city on Mars is discovered deep below the Nevada desert.

Twenty years later, the 85 personnel at the Union Aerospace Corporation (UAC) research facility on Mars are attacked by an unknown assailant.

They are sent on a search-and-destroy mission to Mars, with UAC only concerned with the retrieval of computer data from their anthropology,